

New Spells

A Basic Fantasy RPG Supplement

Release 4

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INTRODUCTION

This supplement includes a number of new spells, as well as rules for using spells of the 7th level. The spells in this document have been provided by a number of people; please read Section 15 of the OGL (on the last page of this document) for a full list. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

CHARACTER CLASSES, Supplement

Cleric, revised table

The following table adds 7th level spells to the Cleric class.

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d6	-	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-	-
7	48,000	7d6	3	2	2	-	-	-	-
8	90,000	8d6	3	2	2	1	-	-	-
9	180,000	9d6	3	3	2	2	-	-	-
10	270,000	9d6+1	3	3	2	2	1	-	-
11	360,000	9d6+2	4	3	3	2	2	-	-
12	450,000	9d6+3	4	4	3	2	2	1	-
13	540,000	9d6+4	4	4	3	3	2	2	-
14	630,000	9d6+5	4	4	4	3	2	2	1
15	720,000	9d6+6	4	4	4	3	3	2	1
16	810,000	9d6+7	5	4	4	3	3	2	1
17	900,000	9d6+8	5	5	4	3	3	2	2
18	990,000	9d6+9	5	5	4	4	3	3	2
19	1,080,000	9d6+10	6	5	4	4	3	3	2
20	1,170,000	9d6+11	6	5	5	4	3	3	3

Magic-User, revised table

The following table adds 7th level spells to the Magic-User class.

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-	-
6	40,000	6d4	3	2	2	-	-	-	-
7	80,000	7d4	3	2	2	1	-	-	-
8	150,000	8d4	3	3	2	2	-	-	-
9	300,000	9d4	3	3	2	2	1	-	-
10	450,000	9d4+1	4	3	3	2	2	-	-
11	600,000	9d4+2	4	4	3	2	2	1	-
12	750,000	9d4+3	4	4	3	3	2	2	-
13	900,000	9d4+4	4	4	4	3	2	2	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

SPELLS

This supplement adds a number of spells, for Clerics as well as Magic-Users. With the exception of the 7th level spells listed below, no table is provided for randomly selecting these new spells.

Please note that none of the following spells are "official" and thus the GM should carefully consider which spells to allow in his or her campaign.

The new Magic-User spells can be learned from NPCs as determined by the Game Master, or developed by means of magical research, or possibly found in (possibly fragmentary) spell books in special treasure hoards.

The Game Master must decide how the new Clerical spells will be made available. Some Clerics might simply be allowed to pray for any of the new spells; or, the GM may decide that only certain deities can provide specific spells. It is even possible that special prayers must be discovered in ancient religious texts in order to gain some of them.

Seventh Level Magic-User Spells

1	Delayed Blast Fireball
2	Invisibility, Mass
3	Longevity
4	Phase Door
5	Power Word Stun
6	Sword
7	Teleport, Greater
8	Wychlamp Aura

Analyze Magic Range: 5'
Magic-User 2 Duration: Special

The analyze magic spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The DM will choose the order in which the features are revealed, but command words or activating conditions should be last.

Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 20 is not an automatic success, but a natural 1 is always a failure.

The item or area to be studied must be within 5' of the caster, and he or she must maintain moderate concentration.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far).

With respect to bonuses (for magic weapons, etc.) use the following table:

Bonus	Weak	Moderate	Strong	Very Strong
+1	1-18	19-20	--	--
+2	1	2-19	20	--
+3	1	2-7	8-19	20
+4	--	1	2-19	20
+5	--	--	1-2	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the DM rolls 1d20 secretly. If the DM gets 1-18, he describes the basic enchantment as "weak;" if he gets 19 or 20, he calls it "moderate." If the second roll is made (for the +3 vs. Dragons), the DM rolls again, but this time the most likely result is "strong." The caster will know at this point (but not before) that there are no further features to discover.

Aura of Fire Range: Touch
Magic-User 3 Duration: 1 turn

This spell covers the recipient's body in hot red flames that move as he or she does. The flames do not harm the target or any possessions carried, but will do 1d6 points of fire damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Aura of Frost Range: Touch
Magic-User 3 Duration: 1 turn

Casting this spell allows the caster to create a ring of icy blue flames around the recipient's body that moves as he or she does. The flames do not harm the target or any possessions carried, but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or

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polearm) will suffer this damage. Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Chant of the Holy Defender

Cleric 4 Range: Special
 Duration: Special

This spell is a rhythmic chant taken up by the cleric. The caster may affect 1 friendly living creature per 4 levels of the caster which is within 60' at the time of the casting. Each creature affected by the spell gains the following benefits:

Morale (or loyalty) is increased by 2, to a maximum of 11.

Each creature affected gains 1d6+6 phantom hit points. Any damage taken is subtracted from these points first.

Each affected creature gains a +1 bonus to hit.

The benefits of this spell end for a creature if it leaves the 60' radius of the chanting cleric. The spell ends when the cleric stops chanting. This spell may be combined with the Bless spell.

Chill Range: 10'
Magic-User 1 Duration: 2 rounds

This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds. A large heat source nearby gives a +2 to save. The caster may use this spell on one target up to 2 rounds after casting.

Command Range: 10'
Cleric 1 Duration: 1 round

The caster can give another being a single-word command which will be obeyed. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more, and creatures with 6 or more hit dice may save vs. Spells to resist.

A BASIC FANTASY SUPPLEMENT

Delayed Blast Fireball

Magic-User 7 Range: 100'+10'/level
 Duration: special

This spell functions like fireball, except that it is more powerful, dealing 1d6+1 points of fire damage per caster level. Furthermore, the glowing bead created by delayed blast fireball can detonate immediately if the caster desires, or the caster can choose to delay the burst for as many as 10 rounds. The amount of delay is decided upon casting the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If a delay is chosen, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range as a dagger). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Drainblade Range: Touch
Magic-User 4 Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a Drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

Dream Range: Special
Level 5 Duration: Special

This allows the caster to visit and communicate with another creature through the victim's dream. The caster must have met the creature, and must name the creature, but the spell is otherwise unlimited by distance. This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is spell induced and does not wish to have the dream, he can make a save vs spells to wake up. Within the dream the caster may visit the victim, communicate with the victim, or even attempt to attack the victim in the dream. However nothing in the dream has any real effect, and the victim wakes up if killed in the dream.

Familiar Range: Touch
 Magic-User 2 Duration: Special

With this spell, the caster binds a single animal into his service as a familiar. The creature must be present, and the caster must touch it to cast the spell. Only normal (non-magical) creatures of 1-1 hit die or lower and having animal intelligence may be made into familiars. Further, each spellcaster may have only one familiar at a time. If a familiar dies, the caster will not be able to successfully cast this spell again for 2d6 months (the period to be rolled by the DM and not revealed to the player). A saving throw vs. Spells is allowed to resist, and if this roll succeeds, the animal chosen is not compatible with the caster and cannot become his or her familiar.

The familiar will behave as if permanently charmed by its master, and will do its best to perform any task assigned to it (to the best of its ability). The creature's morale is raised +2, and it receives improved intelligence (equal to 3+1d4 points). Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at only 1/2 the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar (using moderate concentration). He or she can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has freed itself from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master behaves as if his familiar has died. However, if the familiar was well treated by its former master it will be friendly toward him or her should they meet again, and the master may again cast this spell (even if the normal time limit has not expired) to re-bind the animal as his familiar again.

Holy Word Range: 30 ft. radius
 Cleric 7 Duration: instantaneous

This spell represents the single most powerful word of any cleric's purest faith. When uttered aloud, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30 ft. radius that can hear him suffer 1d6 points

of damage per level of the cleric. Because of the searing light emanating from him, each enemy within 30 ft. that can see the cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into a radiance similar to the cleric and fade into a pile of fine dust.

Immunity to Normal Weapons
 Magic-User 3 Range: Touch
 Duration: 5 rounds + 1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a Sword +1, +2 vs Enchanted Creatures).

Invisibility, Mass Range: 240'
 Magic-User 7 Duration: Special

This spell bestows the effect of an invisibility spell on all creatures within a 30' by 30' area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Longevity Range: Self
 Magic-user 7 Duration: Permanent

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the momentous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

Magic Mirror Range: 10'
 Magic-User 4 Duration: 1 round per level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures or areas. The caster must name the area or creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, etc in the area he is viewing.

Major Spell Immunity

Magic-User 6 Range: Self
 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st-2nd level spells and reduces by half (round in favor of the protected creature) the effects of 3rd and 4th level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Spell Immunity

Magic-User 4 Range: Self
 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st level spells and reduces by half (round in favour of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Warding

Magic-User 2 Range: Touch
 Duration: Special

This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy. Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage. No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the minor ward.

Non-living creatures, such as undead or golems, will not set off a minor ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Pacifism

Magic-User 5 Range: 10' per level
 Duration: 2d10 rounds

This spell misleads a creature with an intelligence lower than 14 to have a change of heart. The target creature must save vs. Spells or lay down its weapons. Roll a Morale check for all creatures in the encounter allied with

the target; if the Morale check fails, the allied creatures also cease fighting. When the duration expires, all affected creatures resume their original natures.

This spell counts as a "charm," with respect to those creatures not affected by such effects.

Phase Door

Magic-User 7 Range: Touch
 Duration: 1 usage/2 levels

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.

A phase door is subject to dispel magic, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Power Word Stun

Magic-User 7 Range: 120'
 Duration: Variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Refresh

Cleric 1 Range: Touch
 Duration: 1 hour

This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Remove Paralysis Range: touch
Cleric 3 Duration: instantaneous

This spell negates paralysis for the targeted individual, whether due to magic or monster special attacks.

Restore Health Range: Touch
Cleric 2 Duration: Instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

Ring of Greater Healing*
Cleric 7 Range: 15 ft. radius
Duration: Instantaneous

This spell allows the caster to cure serious wounds on multiple creatures within 15 ft. Ring of Greater Healing cures 3d6+3 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 ft. Ring of Greater Infliction causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against Undead this spell heals damage instead of harming.

Ring of Lesser Healing*
Cleric 5 Range: 15 ft. radius
Duration: instantaneous

This spell allows the caster to cure light wounds on multiple creatures within 15 ft. Ring of Lesser Healing cures 1d6+1 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead, this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Lesser Infliction, allows the caster to inflict light wounds on multiple creatures within 15 ft. of him. Ring of Lesser Infliction causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against undead, the Ring of Lesser Infliction actually heals damage.

Sacrifice* Range: touch
Cleric 3 Duration: permanent

This spell allows the cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, **drain life**, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

Sanctuary Range: Self
Cleric 1 Duration: 2 rounds + 1/level

This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save isn't made, the attacker will ignore the caster. The effect does not prevent effects of area attacks (fireball, ice storm, etc.). While under protection from the spell, the caster can't perform offensive acts (GM's discretion), but may take any other action.

Shield of the Faithful Range: self
Cleric 2 Duration: 1 round / level

This spell creates an aura of protection centered on the caster. The caster and any allies within a 10 ft. radius gain a +1 bonus to Armor Class and all Saving Throws.

Starlight Blade Range: touch
Magic-User 6 , Cleric 5 Duration: 1 round/level

When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional 1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric.

Contrary to this spell's name, Starlight Blade works equally well on any type of weapon.

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Stoneskin

Magic-User 1

Range: Self

Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Sword

Magic-User 7

Range: 30'

Duration: 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as desired, starting in the round that the spell is cast. The sword attacks its designated target once each round on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus. The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit points of damage per hit. On a natural roll of 19 or 20, it will automatically hit its target, no matter the armor class. The sword can only be destroyed with a dispel magic.

Teleport, Greater

Magic-User 7

Range: Self

Duration: Instantaneous

This spell functions like teleport, except that there is no range limit and there is no chance of arriving off target. In addition, the caster needs not have seen the destination, but in that case he or she must have at least a reliable description of the teleport destination. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Interplanar travel is not possible.

A BASIC FANTASY SUPPLEMENT

Wychlamp Aura

Magic-User 7

Range: Self

Duration: 1 round/level

The caster of this spell receives the effect of an Anti-Magic Shell (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like Magic Missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade like missile using the target point as the centre.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker.

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INTRODUCTION

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